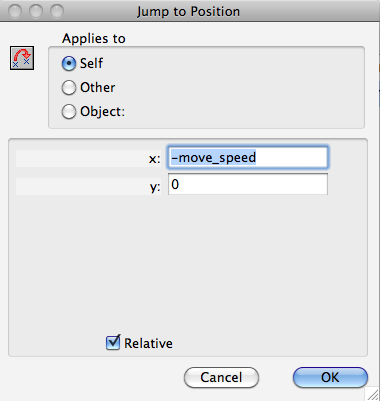
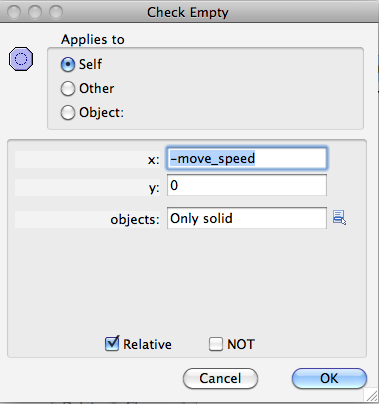
Movement Keys ---You can make the pictures bigger to see more detail on the digital version. They are in my public folder and on the class webite.

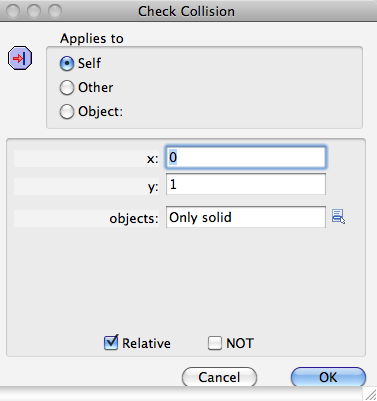
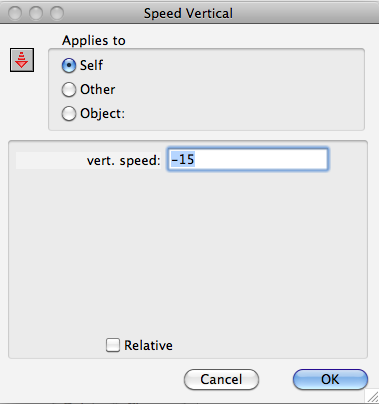
Keyboard left 2 actions check empty and jump to position

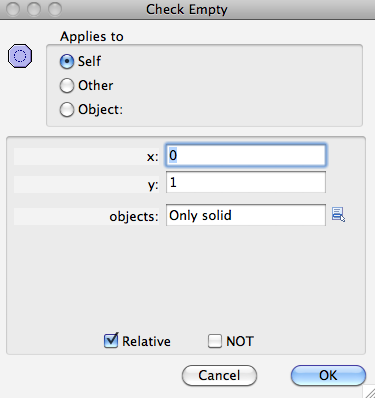


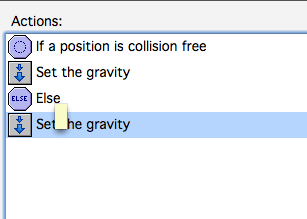


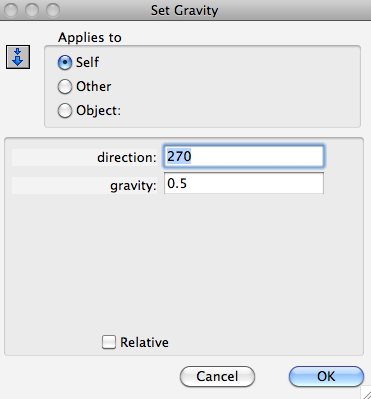
**RIGHT MOVEMENT IS OPPOSITE**

**JUMP** using space key 2 actions check collision and set vertical speed



**Create a Step event**





ELSE

Set Gravity 0 0

MUCH OF THIS WE DID YESTERDAY.

Now resize your room to 1280 wide by 600 High.

Create a second room Design 2 different platform levels that have at least four(4) jumping levels. For example, my level in the screen shot has 6 levels. You may need to resize the sprites to fit the space better and not be too large.

REMINDER THERE ARE OTHER HELPFUL STEPS IN THE PLATFORM GRAPHICS FOLDER!! On your desktop